

-----  
Title: Deceit: A Dungeon of Horrors

Author: Mercenary Justin  
-----

My employers have  
oft taken me into this  
den of hideous  
creatures, and I  
thought that it  
behooved me to write  
down what I know of  
it, now that I am  
retired from the life  
of an adventurer for  
hire.

Deceit was once a  
temple to forgotten  
powers of old. It was  
taken over by mages  
who eventually were  
driven out by the  
depredations of their  
own evil lackeys.  
However, many of  
the magical traps and  
devices that they  
placed for their  
defenses remain,  
particularly those the  
wizards used to  
protect their  
treasures.

The dungeon is  
mystically linked by  
crystal balls placed in  
different locations.  
These magical orbs do  
transmit speech, and  
even have memory of  
things that have been  
said near them. No  
doubt they once  
served as a warning  
system

Be wary of a  
brazier that giveth  
warning when  
approached; thou canst  
use it to summon  
deadly creatures.

There be a  
tantalizing chest,

undoubtedly full of  
treasure, that cannot  
be reached save past a  
complex set of  
pressure plates that  
trigger deadly spikes.  
As I never had  
sufficient folk with  
me to unlock the  
puzzle, I never  
obtained the riches  
that awaited there.

Do not investigate  
iron maidens too  
closely, for they may  
suck you within  
them!

There is one place  
where a deadly trap  
can only be disarmed  
by making use of a  
statue that cleverly  
conceals a lever.

Oft one encounters  
the deadly exploding  
toadstool; the ones in  
Deceit are deadlier  
than most, as they  
explode continually.  
Likewise, the very  
pools of water and  
slime on the floor  
may poison thee.

The most magical  
device in the dungeon  
is a mystical bridge  
that can only be  
triggered by a level  
embedded in the floor.  
Be wary however,  
for the bridge thus  
created doth burst  
into flame when one  
passeth across it!